

# SOUL CALIBUR

## Broken Destiny



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

## ⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • disorientation
- altered vision • seizures
- eye or muscle twitches • any involuntary movement or convulsion
- loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

### Use and handling of UMD®

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick® Duo or Memory Stick® PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.


### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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# GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Soul Calibur Broken Destiny disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD® while it is playing.

## Memory Stick® Duo

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.





# GAME CONTROLS

Model Shown: PSP®-3000 system

PSP





# MENU SCREENS

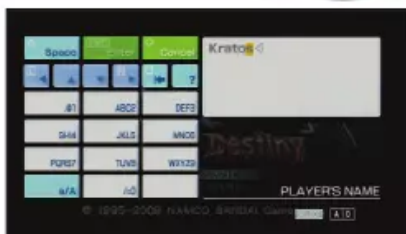
## TITLE SCREEN

When the Title Screen appears, press the **START** button to be taken to the Main Menu. Select **NEW GAME** to begin the journey or **LOAD GAME** to play from a saved game.



## NEW GAME

Create new saved data and start a new game. Enter your player name and select the save data storage location.



## LOAD GAME

Select the save data to load and continue from a previous game.

## MAIN MENU

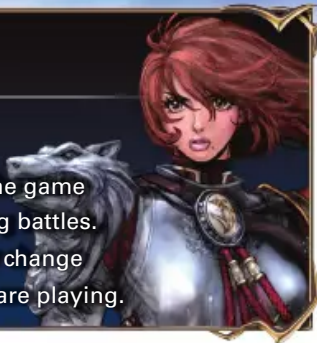


QUICK MATCH	One-player mode where you battle against the CPU (computer). This is a great way to polish your skills and acquire titles for use in Versus mode.
THE GAUNTLET	Play this mode to take on missions and complete tasks as you practice basic controls and fighting styles.
TRIALS	Try to achieve a high score by performing combos or guarding against attacks in Trials. Three different routes are available for you to explore.
VERSUS	Using ad hoc, you can battle against other SOULCALIBUR: Broken Destiny players.
CREATION	Customize existing characters or create your own. <a href="#">→ P.16</a>
TRAINING	Practice against a CPU in this mode. You can modify the CPU's settings to help master specific moves and techniques. <a href="#">→ P.19</a>
RECORDS	View your records and unlocked honors. <a href="#">→ P.21</a>
OPTIONS	Modify the in-game options to match your preferences. <a href="#">→ P.23</a>



# GAME SCREENS AND RULES

Below are the descriptions for the game screen and the basic rules during battles. The rules and game screen may change depending on which mode you are playing.



## GAME SCREEN

**SOUL GAUGE** If the gauge is flashing red then the character is close to a Soul Crush.

**BATTLE TIME** Shows the amount of time remaining in the current match before a Time Out occurs.

**ARMOR INDICATOR** Displays the state of the character's armor. If the indicator is flashing red armor is nearly broken and once the indicator is black the armor is broken.

**LIFE BAR** View your remaining health.

**BATTLE COUNT** This is the number of Battle Counts each character has scored during the current match.

**CHARACTER NAME** Shows the name of the character.



## SOUL GAUGE

This globe-like meter is located next to each character's health bar, at the top of the screen. At the beginning of a battle, it is colored blue. Guard too many attacks or have your attacks repelled too often, and it begins to turn red, eventually flashing red. When you attack your opponent frequently your Soul Gauge will begin to return to blue.



## SOUL CRUSH

If your weak status continues, your Soul Gauge will begin to flash red. Continuously guarding against your opponent's attacks causes a Soul Crush and a large gap in your defenses will open up, exposing you to a possible Critical Finish.

## VICTORY CONDITIONS

Fulfill any one of the conditions below to earn a Battle Count. Once you have earned the determined number of Battle Counts, you are claimed the victor. The number of Battle Counts required depends on the mode you are playing.

Knockout (K.O.)	Achieved when an opponent's remaining Life Bar is reduced to zero.
Ring Out	Achieved when an opponent is pushed from the stage.
Time Up	Achieved when you have more health remaining in your Life Bar than your opponent when time is up.

## ABOUT DRAW

If you and your opponent have the same amount of health in your Life Bars when the time is up, or if your and your opponent's Life Bars reach zero at the same time, a draw is called and both sides receive a Battle Count.

## PAUSE MENU

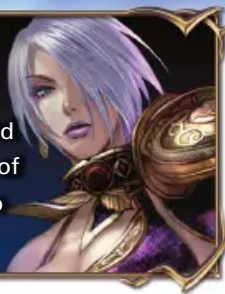
Pressing the **START** button at the Battle Screen will temporarily pause the battle and display the Pause Menu. Depending on the mode, there may be additional menus. To return to the battle, press the **START** button.

MOVE LIST	View the moves available for the character in use.
OPTION	Change the settings for Music, Sound Effects, or Volume. You can also change the controller configuration.
MODE SELECT	Select this to return to the Mode Select Screen.



## ADVANCED ACTIONS

By combining the directional buttons and face buttons, you can perform a variety of actions. Learn to use them to respond to different conditions.



### MOVE (8-WAY RUN) ←↖↑↗→↘↓↙

When you press and hold a directional button you will run in that direction, performing an 8-Way Run. While running, you can avoid your



opponent's attack by moving backwards, forwards, or sideways.

### STEP ←↖↑↗→↘↓↙

When you press and quickly release directional button, you will step in that direction moving the least amount possible in order to avoid the opponent's attack.



### JUMP G+↖↑↗

Press the directional button ↑ while holding [G] to jump. This may allow you to evade your opponent's low attack.



## BASIC ATTACKS

There are three basic attacks.

### HORIZONTAL ATTACK A

This quickly attacks a wide area. Horizontal Slash is useful for hitting opponents in the foreground and background.



### VERTICAL ATTACK B

Vertical Slash is a powerful vertical attack. It will not hit opponents that are moving in the foreground and background.



NOTE: Depending on the move, you can make a diagonal attack that will hit opponents moving in the foreground and background.

### KICK K

Attack with a kick. While not very powerful, the attack motion is quite fast making it useful for attempting to interrupt an opponent's attack.





## ADVANCED ACTIONS (CONTINUED)



### GUARD

There are two guard types.

#### STANDING GUARD

G

By pressing and holding [G], you can perform a Standing guard. This guard defends against a high attack or a mid attack.



#### CROUCHING GUARD

G + ↙, ↓, ↘

While keeping [G] pressed and pressing the directional button ↓ you can perform a Crouching Guard. This guard blocks low attacks and evades high attacks but cannot guard against mid attacks.



#### NOTE:

Moves that are wrapped in fire cannot be guarded against. Guarding against moves that are wrapped in lightning causes a Guard Break.



### GUARD IMPACT

By entering the below command just before your opponent's attack hits, you can repel or avoid the attack. The correct Guard Impact depends on the attack's type. Unblockable or throw moves cannot be avoided.



#### Repel Attacks

#### Parry Attacks

High/Mid Attacks	← + G → High/Mid Attacks
Low/Mid Attacks	↙ + G ↘ Low/Mid Attacks

### JUST IMPACT

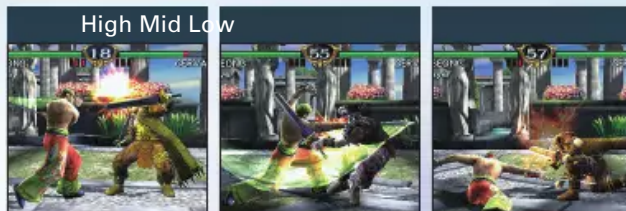
By repelling the opponent's attack just in the nick of time, you create a Just Impact. If a Just Impact is successful, the next attack is treated as a Counter Hit.



NOTE: Just Impacts can repel Unblockable and throw moves.

### ATTACK TYPE (HIGH/MID/LOW)

Each attack is either a high, mid, or low attack. Where the attack is aimed depends on the move performed. The method to guard against each attack type varies, so by mixing up your attacks you can effectively overcome your opponent's defenses to deliver more damage.



## ADVANCED ACTIONS (CONTINUED)



### THROW

A + G / B + G

By inputting [A] and [G] or [B] and [G], you can perform a throw. If it looks like you are about to be thrown by an opponent, you can avoid the maneuver by pressing [A] or [B] with the correct timing. Press [A] to avoid [A] and [G] throws and [B] to avoid [B] and [G] throws.

NOTE: Throws can't be blocked with upper guard.



### STUN

Some moves cause a yellow electric current to run through the opponent, stunning them and temporarily stops their movement. Some stuns will allow you to press the directional buttons  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$  or  $\rightarrow$  to recover faster.



### COUNTER HIT

If you attack an opponent who is attempting to attack or 8-Way Run, the attack becomes a Counter Hit. Counter Hits cause more damage than normal and can also stun your opponent.

### RECOVERS

When you are knocked down by an opponent's attack, use recovers to get up after putting some distance between you and your opponent.



### Recovers

On the spot	G
Forward Roll	$\rightarrow$ + G
Back Roll	$\leftarrow$ + G
Side Roll	$\downarrow$ + G / $\uparrow$ + G
Recover Attack	[A] or [B] or [K]

### UKEMI

Ukemi is a method to recover and dodge an opponent's attack. Use Ukemi just as you hit the ground in order to recover quickly.



Forward Ukemi	Press $\rightarrow$ the moment you hit the ground
Backward Ukemi	Press $\leftarrow$ the moment you hit the ground
Side Ukemi	Press $\uparrow$ or $\downarrow$ the moment you hit the ground

### AIR CONTROL

After being thrown into the air, use the directional buttons to shift the direction of your fall to avoid your opponent's attack.



### CRITICAL FINISH

A + B + K

When an Opponent has been Soul Crushed, use [A] + [B] + [K] to perform a Critical Finish. No matter how much health your opponent has left, a Critical Finish will beat them in one blow.





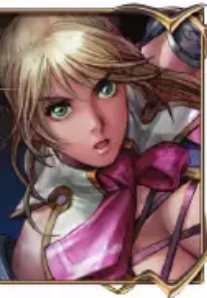
## ACTIVE PURGE

↓↓↓ A + B + K

By pressing the directional button ↓ three times and pressing [A] + [B] + [K], you can destroy your own armor and, in exchange, recover your Soul Gauge. It has the same effect as a Guard Impact.

## CREATION

You can customize existing characters or create your own. Select an empty data frame to start a new character. If you select a data frame containing a created character, you can edit, copy, or delete it.



## SELECT CREATION TYPE

Choose to either edit an existing character or create an all-new original character of your very own.



## EDIT SCREEN

### EDIT SCREEN CONTROLS

directional buttons ← / →	Change Tab
directional buttons ↑ / ↓	Select Item
analog stick	Move Camera
○	Return to Data Select Screen
×	Confirm Selection
△	Close Window
□	Return to Original / Repeat Action

START	Go to System
L	Zoom In
R	Zoom Out
L + R (hold), and analog stick ← / →	Rotate Model
L + R, and analog stick ↑ / ↓	Move Perspective Up / Down

## VIEWING SCREEN

Press the △ button at the Edit Screen to close the window and view your character. Select an Edit tab to begin editing your character.



## EQUIPMENT

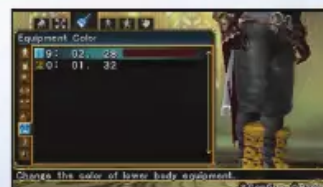
Equip your character with different parts you've unlocked.

## ADJUST EQUIPMENT

Parts that have a 4-way arrow icon can have their position, size, and angle adjusted.

## EQUIPMENT COLOR

Adjust the color of your parts.

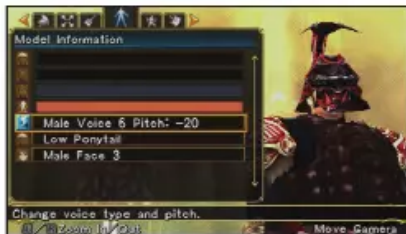




## CREATION (CONTINUED)

### MODEL INFORMATION

Change the character's hairstyle, color, voice, and other attributes.



### STYLE / WEAPONS

Change the fighting style and weapons used by the character.



### SYSTEM

Change the character's pose and name.



## TAKE A PHOTO

When you are finished editing, select FINISH EDITING from the System tab.



## TRAINING

Take part in a practice battle after adjusting your opponent's details. Press the button while holding down the button to perform a Standing Position Reset. Press the button to bring up the Training Menu where you can adjust the CPU settings.

### SYSTEM TAB

MOVE LIST	View the current character's moves.
OPTION	Change the music, sound effects, and voice volume. Also, you can change the assignment of each button.
CHARACTER SELECT	Enter a simple character select.
RESET POSITION	Resets characters to their starting positions.
MODE SELECT	Return to the Mode Select Screen.



## TRAINING (CONTINUED)



### CPU TAB

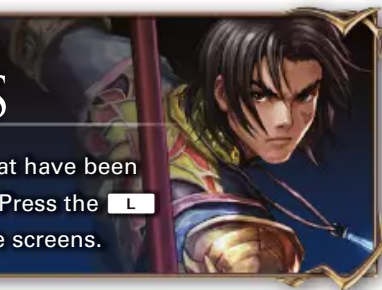
CPU SETTINGS	Alter the CPU's movements.	
	Control Type	Set CPU movement to CPU, FRESS STYLE, or KEY RECORD.
	Record Command	Select the location to record movements for Key Records.
	CPU Level: Change CPU difficulty.	
CPU ARMOR SETTINGS	Set existence of CPU armor and whether or not it can be destroyed.	
UKEMI / AERIAL CONTROL	Select the existence of CPU ukemi or in air control, as well as direction.	
COUNTER SETTING	Set Counter Hits to occur when CPU is hit.	
SOUL GAUGE SETTING	Change your Soul Gauge condition as well as the CPU's	
DAMAGE INFORMATION	Set whether or not to display Life Bar, Hit Icons and Damage Info.	
STARTING POSITION	Change your standing position when Standing Position Reset takes place.	

### FREE STYLE TAB

CPU ACTION 1	Sets the CPU movement's initial setting.
CPU ACTION 2	Sets the CPU movement that takes place after CPU Action 1.

## RECORDS

View the achievements that have been recorded up to this point. Press the **L** and **R** buttons to toggle screens.



### HONORS

View unlocked Honors and see what is required to unlock titles you have not yet earned.





### VERSUS RECORDS

View overall battle records for Versus Mode, which includes wins, losses and draws.



## RECORDS (CONTINUED)

### FRIENDS LIST

View your friend's Battle Profiles. People you have battled in Versus are automatically added to this list. Press the  button to delete selected player from the Friends List and press the  button to reorder the list.



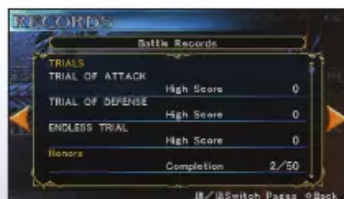
### STYLE

View how often each style is used.



### BATTLE RECORD

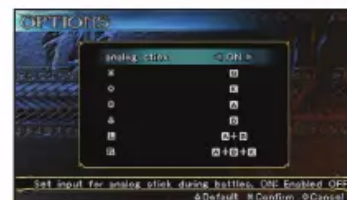
View your Records for single player modes.



## OPTIONS

### CONTROLS

Change the button assignments for attacks. A function must be applied to each one of the buttons.



### SOUND & SUBTITLE SETTINGS

Change the music and sound effects volumes, switch between the Japanese and English voices, and turn subtitles ON or OFF.

### NAME ENTRY

Edit the name of your profile.

### DATA OPTIONS

Save, load, or delete your data.

### INSTALL

Install SOULCALIBUR: Broken Destiny™ media files to your Memory Stick™ to drastically decrease loading times.

### CREDITS

View the credits for SOULCALIBUR: Broken Destiny™.



# CREDITS

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**James Riordan**  
"The Isle of Creation"  
Composed by Cris Velasco  
(P) 2007 Sony Computer  
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NOTES NOTES

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**NOTE**

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## LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?

Having problems getting your game to work properly?

Now you can get one-on-one help from  
NAMCO BANDAI Games America Inc.  
using your web browser!

Simply go to [livehelp.namco.com](http://livehelp.namco.com) for more details.

Live Counselors available from 9am-5pm Monday-Friday  
Pacific Time.

NAMCO BANDAI Games America Inc.

ATTN: Customer Service

4555 Great America Parkway, Suite 201  
Santa Clara, CA 95054

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## Net BSD

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.co.jp/psp-license/pspnet.txt>

"PlayStation", "PS" Family logo, "PSP", and "UMD" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick is a registered trademark of Sony Corporation.

## Updating the PSP® (PlayStation® Portable) system

### Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

### Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

### Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.



To register product online go to  
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